

EAGLES

**For the Commodore 64 and 128
(in 64 mode)
(Joystick only)**

by Per Madsen and Bo Nielsen

The year is 2846 and the three hundred year war still rages. Having learnt their lesson over eight hundred years ago, the peoples of the world have universally outlawed nuclear weapons. Wars are now fought by genetically created beings who single-mindedly destroy anything that moves.

The heroes now, as in yesteryear, are the skilled pilots who man the deadly Eagle Fighters flying them against the alien hordes and engaging in dogfights with enemy pilots

"Scramble, Scramble, Scramble!"

Sirens wail as you sprint to the hangar tugging your flysuit closed as you run. Your fellow flyers close in from all directions. Wing Control crackles commands over your helmet comm-system.

"Enemy aliens detected in all zones . . . Close and destroy . . . Close and destroy . . . Capture and retrieve Message Droids . . . Deliver Droids to Base . . . Scanners report Zeta Fighters . . . Engage and destroy . . . Engage and destroy . . . Ends."

You leap to the cockpit of the most advanced fighter the Earth has ever known. The Eagle's G-Turbo Engine throbs and blasts into life. The Xeno Photon Cannon whine as they charge their death-dealing lasers. The Eagle lurches and blasts into the skies with your partner screeching milliseconds behind you.

Struggle to rid the Earth of the alien menace. Battle against all-comers or fight on alone against countless odds. Your weapons are courage, skill and your Eagle Fighter. Many try, few succeed. This is your destiny.

LET EAGLES BRING OUT THE FLYING ACE IN YOU!

LOADING INSTRUCTIONS

Cassette

Remove any cartridges from your C64 or C128. Put your C128 into 64 mode if appropriate. Insert the cassette into the player and rewind if necessary. Press SHIFT and RUN/STOP simultaneously on the computer keyboard and press PLAY on the player. The game takes a few minutes to load.

Disc

Remove any cartridges from your C64 or C128. Put your C128 into 64 mode if appropriate. Insert the disc into the disc drive. Enter LOAD "E",8,1 on the computer keyboard. The game takes a few seconds to load.

GAME CONTROLS

If playing a one player game plug a joystick into port 2. If playing a two player game, Player One should plug a joystick into port 2 and Player Two

should plug a joystick into port 1. Game options are selected by moving the Eagle Fighter up and down using the joystick and pressing the fire button to select the required option.

ONE PLAYER GAME

Port 2 joystick controls gameplay and game options. Port 1 joystick inactive.

TWO PLAYER GAME

Team Game - Player One controls gameplay, game options and combats the Zeta Fighter in the bonus round at the end of each level.

Player Two controls gameplay only.

Head-to-Head - Player One controls gameplay and game options.

Player Two controls gameplay only.

Both players take part in the dogfight at the end of each level.

When one player loses all his lives the other player meets the Zeta Fighter in a bonus round.

PLAYING EAGLES

ONE PLAYER GAME

Your mission is to destroy all the alien hordes with your fast firing Photon Cannon. Watch your progress in the top screen. The bottom screen shows a computer controlled rival ace. Beat him to the kill.

You must also collect the enemy's Message Droids, and deliver them to your underground base by dropping them down the pipe located on the planet landscape. When you have collected a Droid, your ship will glow. Fly as low as you can over the pipe to deposit the Droid. You may only carry one Droid at a time.

As your skill improves and you clear more levels a new weapon becomes available to you - a Devastator Device. When activated, the Devastator destroys all aliens in the immediate vicinity. More than one Devastator Device may be carried and unused devices may be carried to further levels. This device has no effect on the Zeta Fighter.

To obtain a Devastator Device, you must collect and deposit five Message Droids down the pipe. A Devastator will appear above the base for you to fly low and collect. To activate the Devastator press the Shift key on the left side of the keyboard. Press the Space Bar to see how many Devastator Devices you have.

When the area is cleared of aliens, you must battle the Zeta Fighter. If you defeat the Zeta you will gain a large reward and a bonus for the units of energy remaining to you. If you lose, the only reward is death. You must attempt to clear as many zones as possible.

TWO PLAYER GAMES

After selecting the two player option, choose either a team game or a head-to-head game.

Team Game

Fight the alien hordes as a team and share both kill points and lives lost. Both players collect and deposit Message Droids. Both players have six lives. When one player loses a life, the other player also loses a life. When all the aliens have

been destroyed, Player One combats the Zeta Fighter.

In later levels when five Droids have been deposited either Fighter may collect a Devastator Device. To activate the Devastator, Player One presses the Shift key on the left side of the keyboard and Player Two presses the Shift key on the right side of the keyboard. Press the Space bar to see how many Devastator Devices each player has.

Head-to-Head

Fight for the right to be the master ace of the squadron. Beat the other player to the kill, collect the Message Droids and when there are no more Droids in your zone, fight the other Eagle to the death for the honour of the squadron. When one player has no more lives, the other goes forth victorious to battle the aliens and the enemy alone.

In later levels each Fighter must deposit five Droids each to obtain a Devastator Device. To activate the Devastator, Player One presses the Shift key on the left side of the keyboard and Player Two presses the Shift key on the right side of the keyboard. Press the Space Bar to see how many Devastator Devices each player has remaining.

SCORING

Aliens appear in several different forms. When you hit them they are usually destroyed immediately but sometimes they may mutate into a Bouncer or a Tracer. Message Droids are unaffected by your Cannon. They must be collected and returned to base.

In later levels a Fireball appears. This cannot be harmed by a Devastator Device and requires many hits from your Photon Cannon to destroy it.



A Bouncer



A Tracer



A Message Droid

TERMINATOR	50 points
KILLER SQUAD	100 points
NASTY PATROL	150 points
WARRIOR	200 points
BOUNCER	200 points
TRACER	250 points
MESSAGE DROID DEPOSITED	250 points
FIREBALL	500 points

BONUS ROUND

Destruction of your opponents: 2000 points plus 10 points for each unit of energy remaining.

TECHNICAL DATA

Two player fast action shoot-em-up.
Over 40 frames of animation.
Highly detailed landscapes.
Hardware & software sprites.
Realistic inertia.

CREDITS

Games design by Danish Designs.
Programming by Bo Nielson.
Graphics by Per Madsen.
Sound and Music by Johannes Bjerregaard.
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Hewson Consultants Ltd., Hewson House,
56B Milton Trading Estate, Abingdon,
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